NEWS IN SHORTS

● Games fans: planning a holiday ? Don't go to Egypt whatever you do. As well as eating with their fingers, the Egyptians have now closed down all the games arcades. Well, they have in Western Cairo at least. Concern about moral decay is behind the decision, although the authorities say they're worried about kids' pocket money. So now you know. For moral decay, get down to Margate.

●...Quite why anyone would want to listen to anything other than the sheer, lovable anarchy of Radio 1 I don't know. Nevertheless Virgin Megastore has now launched its own radio station. It's sponsored by Twix, and will broadcast via satellite across every one of its branches in the UK and Ireland. Just one question. How can you broadcast games?

●...Mouse not loud enough? Worry not. Logitech has just launched a range in green, blue, yellow and orange. And each one comes with a blindingly gaudy mouse mat. Use them with *Zool* and risk permanent eye damage.

●...Is your Amiga just too much fun? Do you demand more educational games? Are you concerned that younger brothers and sisters are not getting enough musical stimulation from your AGA chips? That's amazing, because two new products covers each of these pressing areas. LCL's CD *Micro French* is the first educational title for the CD32, while WindShadow Software's *Making Music with Bertie Bunny*, for floppy Amigas, will keep youngsters occupied for hours. How ever did Beethoven cope without it?

●...Spare a thought for Sega users when you're playing *Rise Of The Robots* this November. All Sega versions of the super-hyped beat-em-up have been pulled until Easter, while 3DO and SNES versions are in the balance too. Meanwhile the Amiga version is all set to ship. Our insincerest commiserations.

FRONTIER CONFRONTATION

A row has broken out over the newest Elite derivative, *Frontier: First Encounters*. It seems that Elite's co-author Ian Bell wants a cut of the action, even though he was not directly involved in making the latest game. Apparently Bell is considering whether to take legal action, but his old partner David Braben believes he has honoured all his commitments. If there is no case then *Frontier: First Encounters* will be released by Gametek in late November. It's got quite a lot to live up to, given that *Frontier* sold 200,000 on PC and Amiga earlier this year; and it was also *Live And Kicking*'s game of the year. That's got to be good because Andi Peters spells his name so brilliantly.

GAMETEK GOES TO THE MOVIES

The unstoppable rise of the Video CD format shows no sign of slowing. Now Gametek has jumped athwart the Video CD rollercoaster by launching Gametek Cinema, a series of films which you can play on your CD32 if you're lucky enough to own a digital video module.

The new label will feature 30 titles by Christmas. Among the first batch will be the entertainingly tacky Troma Studio collection of *Toxic Avenger* and *Class Of Nuke 'Em High*. For the more serious film buff there's Fritz Lang's *Metropolis* — you know, the one with that robot bird.

Later Gametek will follow up with Kidstuff Cinema, which will put out full-length animated films such as *Wind In The Willows*.

Elsewhere a company called CD Vision is also preparing to pump up the Video CD balloon. It has got tons of stuff in its catalogue, because it used to be a video company. Highlights include *The History Of Soccer*.

GAMES CHART TOP TEN

HMV LEVELONE

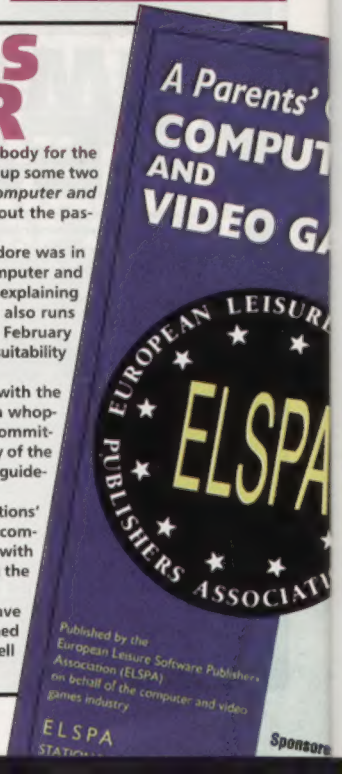
1. (—) Theme Park (EA)
2. (1) On The Ball (Daze)
3. (2) Kick Off 3 (Anco)
4. (—) Club Football (Software Business)
5. (—) UFO (MicroProse)
6. (5) Skidmarks (Acid)
7. (4) Beneath a Steel Sky (Virgin)
8. (7) Tactical Manager (Black Legend)
9. (6) World Cup Year '94 (Empire)
10. (8) Sensible Soccer Int (Renegade)

ELSPA WAGGLES ITS CHARTER

The European Software Publishers Association (ELSPA), the trade body for the consumer software industry, is currently in the process of printing up some two million copies of its new leaflet, entitled *A Parents' Guide to Computer and Video Games*. It hopes the flyer will give parents more information about the pastime that has smashed conkers (thanks for the gag tip Haz!).

The leaflet has been sponsored by both Sega and Nintendo (Commodore was in the bath when they rang, presumably) and examines the benefits of computer and video games, looking closely at the issues of addiction and violence, and explaining the findings of the Governments's enquiry into games and epilepsy. It also runs through the system of self-regulation which the industry announced in February 1994. Under the system all members of ELSPA have been including an age suitability sticker on their products since September 1st.

Meanwhile *The Games Players' Charter* is being launched to coincide with the beginning of the Christmas sales season, which normally accounts for a whopping 60 percent of all game sales. The charter has three components: commitments to parents from the members of ELSPA (which includes the majority of the computer and video games industry); advice to parents; and a checklist of guidelines for games players themselves.

Says Mark Strachan, chairman of ELSPA: "Sadly, unlike previous generations' toys, such as model trains or dolls, parents tend to find computer games complex and inaccessible. As a consequence they have tended to view them with a certain amount of unwarranted suspicion. This is why we're introducing the *Charter* and the *Parents' Guide* — as further reassurances to parents."

The guide will be distributed via major high street retailers who have agreed to help implement the system of self-regulation. *The One* telephoned a certain 'Mr Hill' for further comment and was asked "How do you spell your name again?" Crazy huh?